Independent

6/11/2020



Created: Thu, Jun 11, 2020 @ 10:14am

A 21101 F1212

Shots: 10

GOT AWAY SL 10 Shots

SHOT

ESTABLISHING SHOT OF BP CHASING LOAD VEHICLE. DRONE SHOT. BP VEHICLE COMES INTO SCENE AS

1.1

CHASE ADVANCES. RADIO TRAFFIC.

SHOT SIZE: WS MOVEMENT: Come into shot

SHOT TYPE: HA/Single

SHOT

POV SHOT FROM LOAD VEHICLE WITH PASSENGER ON THE PHONE LOOKING BACK AT SIRENS REVEALING

1.2

TATTOO ON ARM.

SHOT SIZE: MS MOVEMENT: Static

SHOT TYPE: POV/Eye Level/Single/dirty single

SHOT

SHOT IN LOAD VEHICLE FACING THE REAR SEAT FROM THE WINDSHIELD REVEALING SIRENS.

1.3

SHOT SIZE: WS MOVEMENT: Static

SHOT TYPE: OTS/Eye Level

SHOT

SHOT OF LOAD VEHICLE PULLING OVER AND THE VEHICLE BAILING OUT. FROM THE AGENT PERSPECTIVE.

1.4

SHOT SIZE: WS MOVEMENT: Static

SHOT TYPE: OTS/2-Shot/Eye Level

SHOT

FOLLOWING TRACKING SHOT OF GROUP RUNNING INTO THE DESERT

1.5

SHOT SIZE: FS MOVEMENT: Tracking

SHOT TYPE: Eye Level/Crowd shot

SHOT

LOW SHOT OF FEET RUNNING. SIDE PROFILE.

1.6

SHOT SIZE: WCU MOVEMENT: Tracking

SHOT TYPE: Ground Level

SHOT

OTS OF AGENT IN PURSUIT. CALLING FOR HELP.

1.7

SHOT SIZE: WS MOVEMENT: Following

SHOT TYPE: OTS/Eye Level

SHOT

DRONE SHOT OF IA RUNNING TOWARDS CAMERA AS BP VEHICLE CUTS THEM OFF AND GROUP GETS APPED

1.8

SHOT SIZE: EWS MOVEMENT: Tracking

SHOT TYPE: Eye Level/crowd shot

SHOT

SHOT OF AGENT RADIOING IN ONE OUTSTANDING GROUP IN THE BACKGROUND BEING WRITTEN UP

9

SHOT SIZE: MCS MOVEMENT: Static

SHOT TYPE: Eye Level/Single

sнот 1.10

AGENT RUNNING INTO DARKNESS DISAPPEARING SIGNIFYING HE GOT AWAY.

1.10

SHOT SIZE: WS MOVEMENT: Static

SHOT TYPE: Ground Level/Single

6/12/2020



Independent

Created: Fri, Jun 12, 2020 @ 9:11am Shots: 8

THE KILL SB 8 Shots

SHOT

SHOT OF DARK ALLEY. ALIEN COMES OUT OF SHADOWS. SINISTER FEELING.

2.1

SHOT SIZE: MS MOVEMENT: Static

SHOT TYPE: Eye Level/Single

SHOT

OTS SHOT OF KILLER WALKING TOWARDS INNOCENT. INNOCENT IN BACKGROUND OVER HIS RIGHT

2.2

SHOULDER. LONG SHOT TO USE MULTIPLE TIMES IN EDITING.

SHOT SIZE: WCU **MOVEMENT:** Tracking

SHOT TYPE: OTS/Eye Level

SHOT

SHOT FACEING INNOCENT FRAMED CLOSE UP WITH KILLER BEHIND HIM FRAMED BEHIND HIS RIGHT

2.3

SHOULDER. LONG SHOT TO USE MULTIPLE TIMES IN EDITING. INNOCENT ON THE PHONE.

SHOT SIZE: WCU MOVEMENT: Tracking

SHOT TYPE: OTS/Eye Level/Single

SHOT

LOW SIDE PROFILE SHOT OF HIPS AND BELOW. KILLER TAKES OUT KNIFE AND BRINGS IT DOWN TO HIS SIDE

2.4

REVEALING THE TATTOO ON HIS ARM.

SHOT SIZE: CU **MOVEMENT:** Pan

SHOT TYPE: Hip Level

SHOT

WIDE SHOT ACROSS THE STREET TRACKING BOTH SUBJECTS AS THEY WALK DOWN THE STREET.

2.5

SHOT SIZE: WS **MOVEMENT:** Pan

SHOT TYPE: 2-Shot/Eye Level

1/2

SHOT

OTS SHOT OF KILLER COMING UP TO THE INNOCENT GRABBING HIS NECK WITH HIS ARM AND PULLING HIM

2.6

BACK AND START STABBING HIM.

SHOT SIZE: WCU MOVEMENT: Tracking

SHOT TYPE: OTS/Eye Level

SHOT

CU OF KNIFE HAND STABBING SUBJECT SHOWING KNIFE. HIGH FRAME RATE FOR SPEED RAMP.

2.7

SHOT SIZE: CU MOVEMENT: Tilt

SHOT TYPE: Hip Level

SHOT

LOW SHOT AS INNOCENT FALLS FRAMING HIM CENTER SCREEN LYING DOWN DYING. KILLER CHECKS HIS

2.8

POCKETS AND TURNS AROUND TO RUN AWAY AWAY FROM CAMERA.

SHOT SIZE: WS MOVEMENT: Static

SHOT TYPE: Ground Level/Single

"The Gotaway" production details:

In total there were 10 individuals that participated in the actual making of the video. All 10 are job series 1896 Border Patrol Agents that are assigned to the El Centro Sector Field Communications Branch. No individual was taken away from frontline duties to assist with this production. No operation was hindered in any manner.

There were 7 role players seen in the video and 3 personnel behind the camera. The actual filming for this video was done in one day (evening hours) and took approximately 6 hours for a total of 60 man hours.

Prior to filming this project (or any other), there needs to be story-boarding where ideas are discussed and the different film shots are determined which make up the story of the video itself. This portion also includes the dialogue of the product. The story-boarding portion took a round table team of 5 personnel approximately 2 hours to complete, for a total of 10 man hours.

Breakdown of filming man-hours:

3 GS-13 employees @ \$48.00 per hour (rest of US COLA) x 6 = \$864.00

7 GS-12 employees @ \$41.00 per hour (rest of US COLA) x 6 = 1,722.00

Breakdown of storyboarding man-hours:

2 GS-13 employees @ \$48.00 per hour (rest of US COLA) \times 2 = \$96.00

2 GS-12 employees @ \$41.00 per hour (rest of US COLA) \times 2 = \$82.00

1 GS-14 employee @ \$57.00 per hour (rest of US COLA) x 2 = \$114.00

Post production (video editing / sound / graphics / subtitles/ etc.) is where the product takes shape and is where most of the time for any video product is spent. Post production on this product was handled by 1 agent and took approximately 30 man-hours broken up over the course of a business week.

Breakdown of post-production man-hours:

1 GS-12 employee @ \$41.00 per hour (rest of US COLA) x 30 = 1,230.00

After the product was reviewed by regional leadership and then by headquarters leadership, some edits were requested. Those edits took 1 agent 3 hours total with 1 supervisor providing assistance for 1 of those hours.

Breakdown of editing man-hours:

1 GS-12 employee @ \$41.00 per hour (rest of US COLA) x = 123.00

1 GS-14 employee a \$57.00 per hour (rest of US COLA) x 1 = \$57.00

Total man-hours to create "The Gotaway" video project: 104 man-hours Total cost to create "The Gotaway" video project: \$4,288.00

*No outside entity assisted in any manner with this project. No outside gear, equipment, and/or services were utilized.